



Atelier Escha & LogyTM *Plus*

~Alchemists of the Dusk Sky~

Instruction Manual

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WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PlayStation®Vita system.
Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PLAYSTATION®VITA CARD PRECAUTIONS

- Keep the PS Vita game card out of the reach of small children to help prevent accidental swallowing.
- This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.
- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



PLAYSTATION®VITA CARD PRECAUTIONS

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

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This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received,
including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

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- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

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STORY

Another period of Dusk has begun in a world where the people merely wait for the end.

Far to the west of “The Land of Dusk,” there lies a land where alchemy once flourished and created a great nation. In an attempt to stave off the inevitable “End of Dusk,” the people there were determined to regain the alchemy techniques that had been lost.

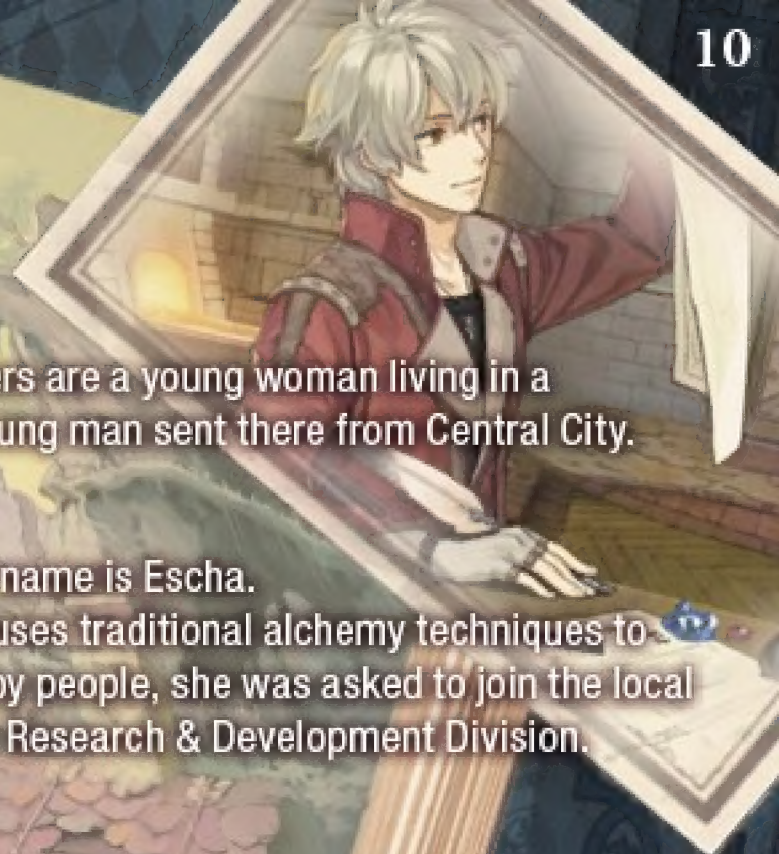
The practice of alchemy was revived, and its foremost researchers gathered at the capital of Central City to search for a method to stop the oncoming Dusk.

The two main characters are a young woman living in a frontier town, and a young man sent there from Central City.

The woman's name is Escha. Because she uses traditional alchemy techniques to help the nearby people, she was asked to join the local government's Research & Development Division.

The young man's name is Logy. An alchemist who learned his trade in Central City, he requested a transfer to a town that needed someone with his abilities. He was placed on the Research & Development team in the same small town that Escha lives in.

The two of them promise one another that they will work hard to improve their skills in alchemy and support the R&D Division.



Atelier Characters

Escha Malier

A new member of the Colseit town government. When she was a child, she was taught rudimentary alchemy techniques by her mother, who was herself an alchemist. Since then, she has been unable to learn more about alchemy and still only has a beginner's grasp of the science. Born and raised in Colseit, she is the daughter of the family that owns the town's apple orchard. Still, she hopes that the alchemy she does know will help make the people of Colseit happy.

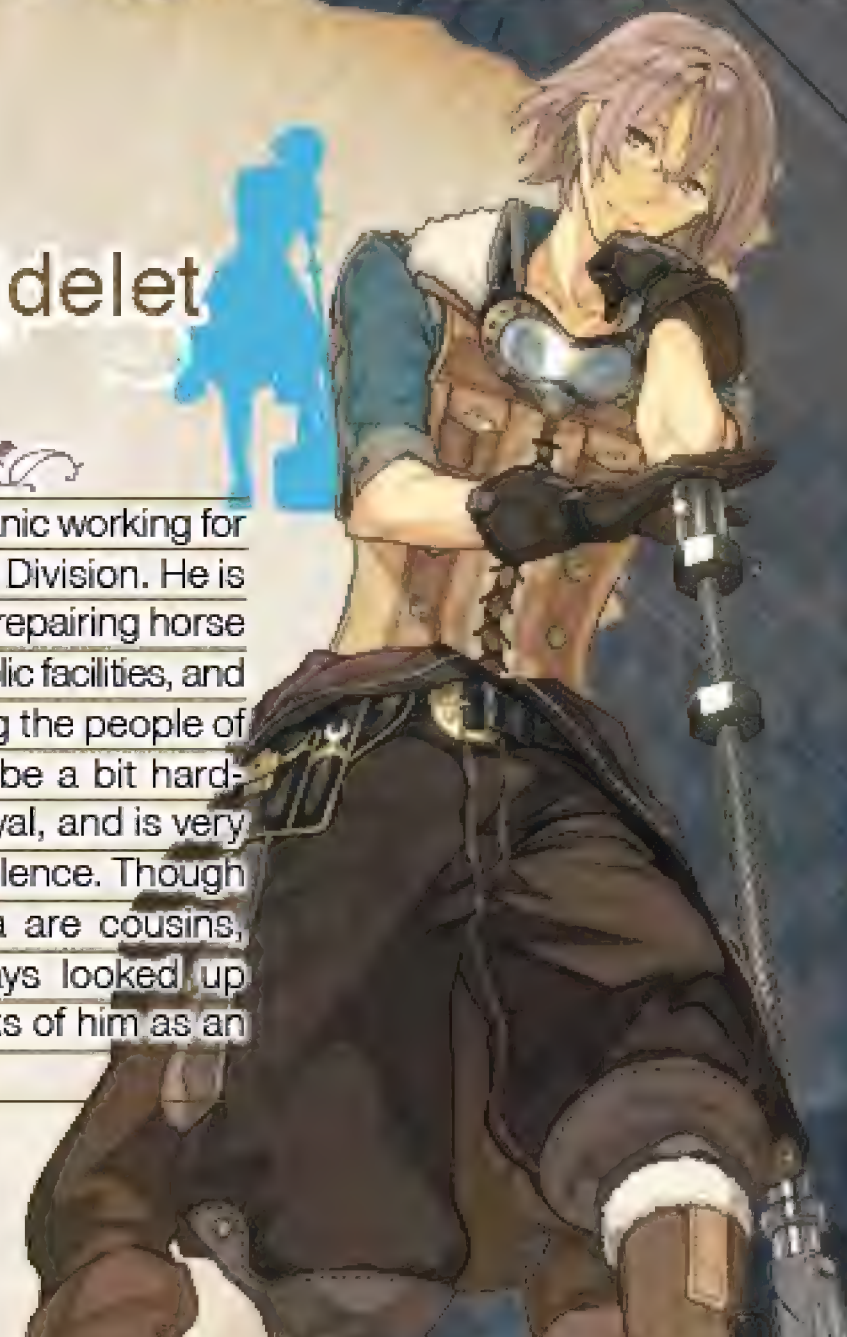


Logix Ficsario

A young fellow sent from Central City on a request for aid. He's also known as "Logy." He is a skilled alchemist, but he asked to be transferred to Colseit after hearing that the town was short-handed. Because he is not as familiar with more traditional forms of alchemy, it is difficult for him to work in this town, which lacks the modern equipment he is used to. But, by combining old and new techniques, he is able to utilize the Alchemy Sword.




Awin Sidelet

Awin Sidelet is a young man with short, wavy brown hair. He is wearing a brown leather vest over a blue shirt, and dark brown pants with a large, ornate belt. He is holding a long, dark, mechanical staff or tool. In the background, there is a blue silhouette of a person standing.

An airship mechanic working for the Maintenance Division. He is also in charge of repairing horse carriages and public facilities, and is popular among the people of Colseit. He can be a bit hard-headed but is loyal, and is very much against violence. Though Awin and Escha are cousins, Escha has always looked up to him, and thinks of him as an older brother.

Threia Hazelgrimm

Threia Hazelgrimm is a young woman with long, flowing white hair. She is wearing a white coat with a red collar and a red skirt. She is holding a small, white, mechanical device in her right hand. In the background, there is a pink silhouette of a person standing.

A historical specialist who helps the Branch Office by investigating ancient ruins. She is not an alchemist herself, but she has done research on the periods in which alchemy saw regular use and has some knowledge of it. She despises assignments that require her to do little more than analyze material passed on from survey teams. Being an adventurous woman who is not afraid of a little danger, she often prefers to do her own fieldwork.



Reyfer Luckberry

A treasure hunter wandering the Dusk World in search of valuables. He is a romanticist and is always looking for something that catches his eye. He has excellent survival skills and a good eye for danger, which has helped him avoid many close calls in his hazardous career.




Lucille Ernella

A young girl called upon to join the R&D Division as an understudy to Escha and her friends. She used to study medicine, and has abundant knowledge of hypodermics and other advanced medical treatments. She is a diligent worker who often takes the initiative to perform the little tasks that no one else wants to do.




Linca



Linca is a combat specialist that supports Marion. Her expertise as a swordsman is top notch, but her pure and straight forward nature gets her into trouble from time to time. For the first time she has people working under her and tries to act like a manager as much as possible.



Nio Altugle



Nio is a herbalist from a foreign nation that happens to stop by the Apple orchard. At Colseit she is staying at Escha's house and is researching something. She is also staying with Wilbell, but tries to come up with her own living so she doesn't bother anyone else.

Wilbell Voll-Erslied



Wilbell is an expert in the art of magic. After gaining the power of the wind spirit she has been traveling the world. Her goal is to contract with the various spirits to gain more magic powers.

Katla Larchica



A merchant who is doing business in behalf of her parents who has essentially retired. Her goal is to save enough money to re-open her parent's shop.

Micie Musseburg

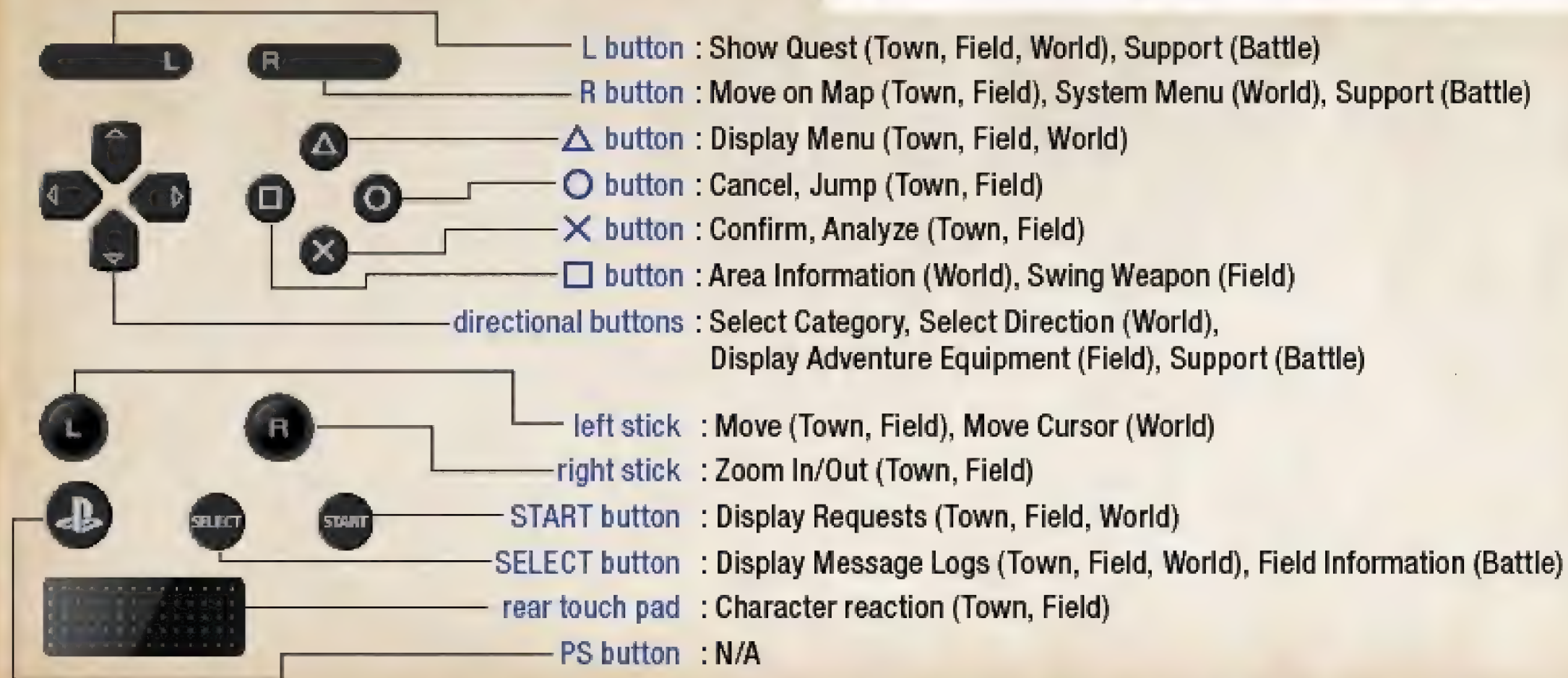


An elite government official from the Central. He has exclusive authority and does not have to obey any orders from the outposts. He is well trained in combat and also very knowledgeable, but he tends to be narrow minded.

Game Controls

Controls for PlayStation®TV system.

For DUALSHOCK®3 wireless controller and DUALSHOCK®4 wireless controller the R3 button will be the rear touch pad controls.



Starting the Game

Title



After the opening movie, select “Press Start” from the Title Screen to display the options below. You can skip the opening movie by pressing the START button.

New Game	Start the game from the beginning.
Load Game	Load a saved game to resume from where you left off.
Extras	View content that gets unlocked as you progress through the game.
Dressing Room	Change your character's costume.
Options	Adjust various game settings, such as sound.

- ❖ In order to Load a game, save data must be present.
- ❖ “Extras” is only available once you have cleared the game.

Special Accessories

If you have save data from certain titles you may receive special accessories.

- ❖ These accessories can be obtained without the save data by progressing the game.

Save / Load

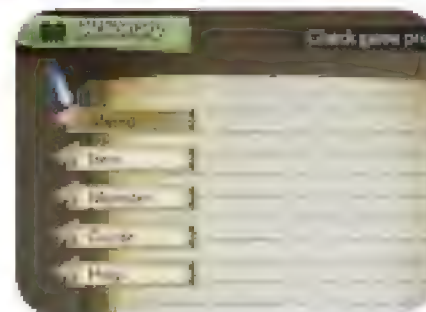
You can save and load game data through the System Menu (P.25). To do so, either access the diary in the Atelier or press the R button while on the World Map. You can also load a saved game from the Title Screen.

- ❖ Saving data requires at least 2048KB of free space on your memory card.



Using Help

Detailed explanations of the game can be found in the Help section of the Journal (P.25). The further you are in the game, the more categories will be available for reading.



Main Menu

Press the Δ button to bring up this menu when on the World Map or in the Field. You can view information about your current party members.



Basket

When outside of town, the Basket contains all the items currently in your possession. Use the L/R button to switch between the Gathering Equipment and Adventure Equipment (for Escha / Logy). Once you select an item, it can be used or equipped.

- ❖ When you go back to a town with a base, the items in the Basket will be moved to the Container.

\times button

Use, Discard, Remove, Equipment

Δ button

Display Sub-Menu



Item List

Item Info

Sub-Menu

When selecting an item, press the Δ button.

Discard

Discard several items at once.

Sort

Change how the items are sorted.

Narrow Down

Display only the items that meet the conditions you set.

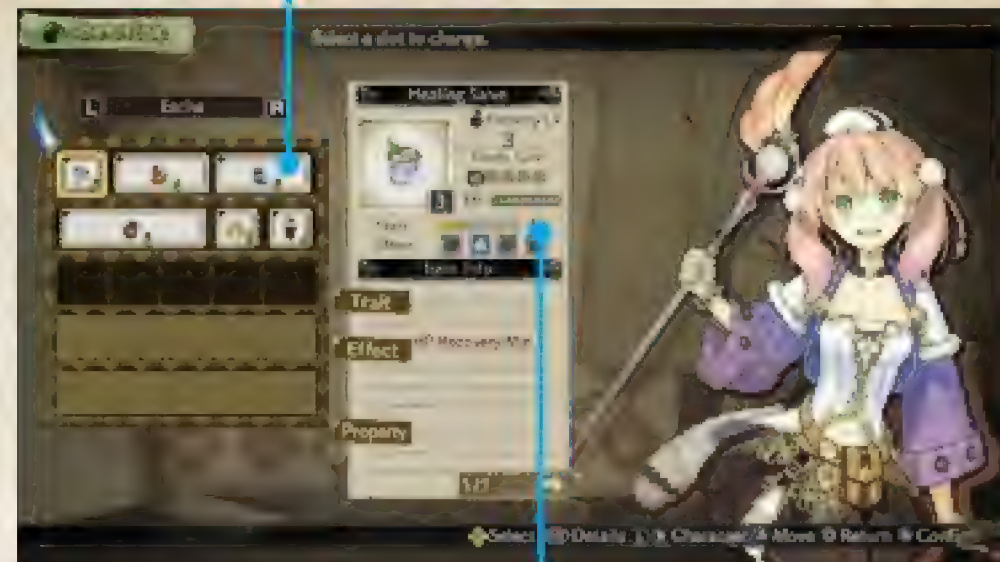
Container

When you return to a town with a base, all items in the Basket are moved to the Container. The Container can hold more items than the Basket. To take an item from the Container with you on your adventure, select "Adventure Equipment".

Adventure Equipment

"Adventure Equipment" allows you to Equip, Move, Remove, or Use an item that you want to take with you. There are some items that require multiple spaces to carry. Some items have limited uses. When you return to town, the uses remaining will be reset.

Registered Items



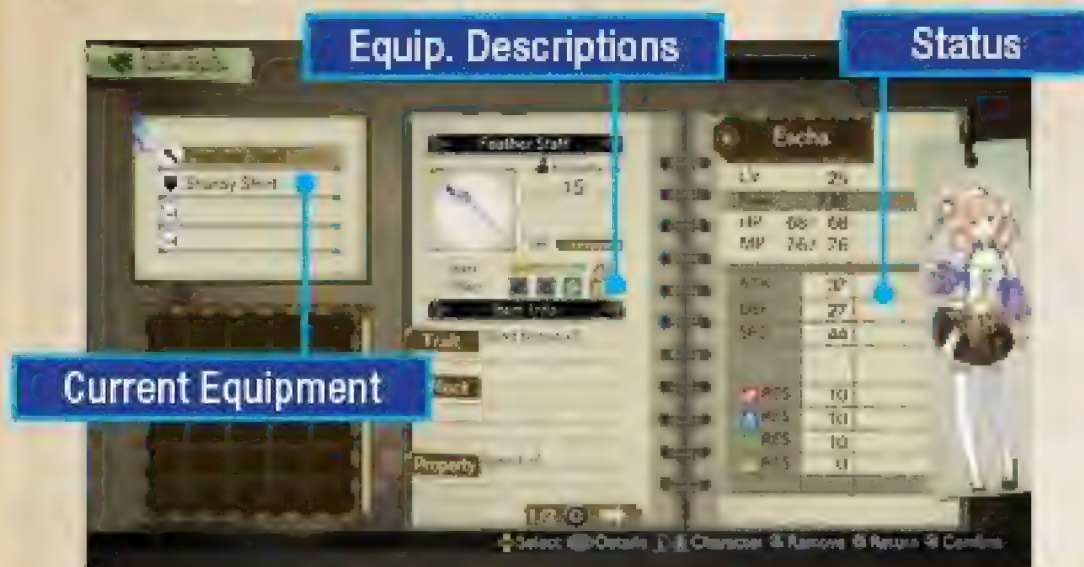
L/R button

Switch Characters

Item Descriptions

- ❖ Items can be selected from the ones in the Container.
- ❖ As you advance in the game, the number of frames (Equipment spaces) you can carry will increase.

Battle Equipment



Change battle equipment.

Weapon

These affect ATK.

Armor

These affect DEF.

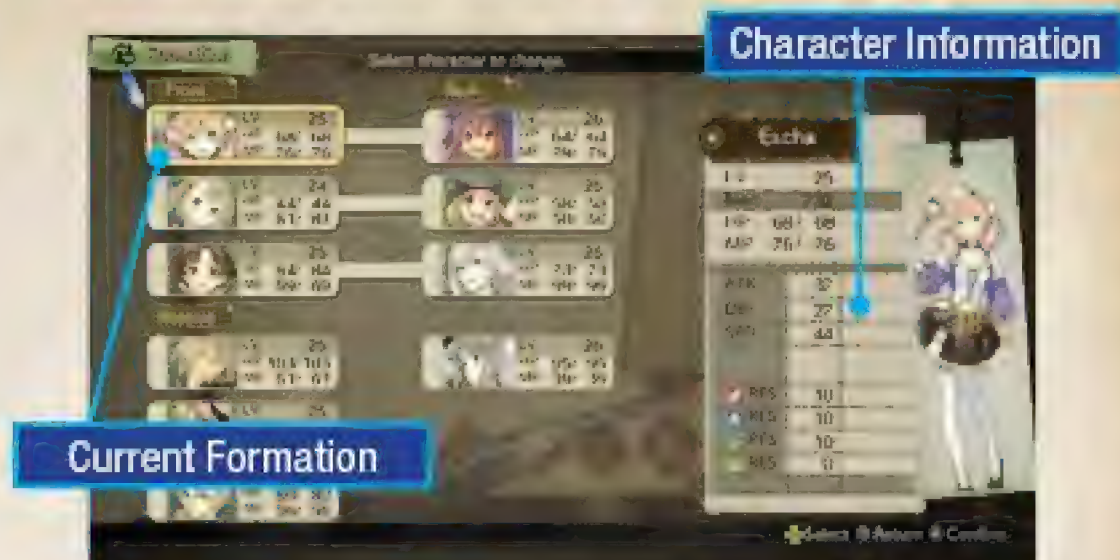
Equipment

Aside from stat increases, some have other special effects.

L/R button

Switch Characters

Formation

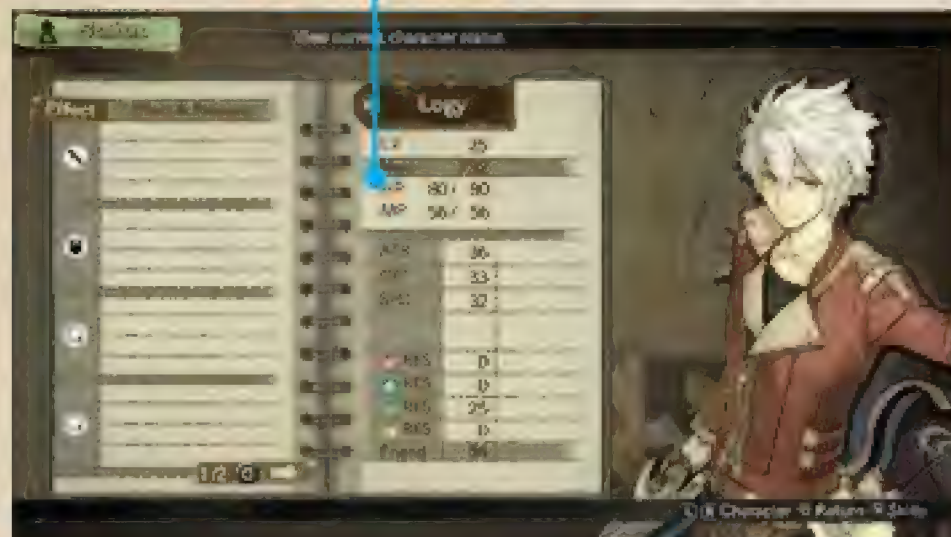


You can change your party's formation for Battle (P.36). Select a character and a position. Once you make a selection, the character will be placed there. You can only place a character in the Back Row once there are three characters in the Front Row.

- ❖ The Formation option does not become available until there are four members in the party.

Status

Status



L/R button

Switch Characters

X button

Confirm Skills

- ❖ If your equipment has extra effects or properties you can press the SELECT button to see more information.

You can see your characters' statuses, battle equipment, skills, etc.

LV

Current Level

NEXT

The amount of experience needed to reach the next level.

HP

When this reaches 0, the character will be KO'd.

MP

This will be used when using skills.

ATK

This affects the damage dealt to opponents when performing attacks

DEF

This affects the damage received from enemy attacks.

Speed

This affects turn order, evasion, and escape rate.

Resistance

Resistance

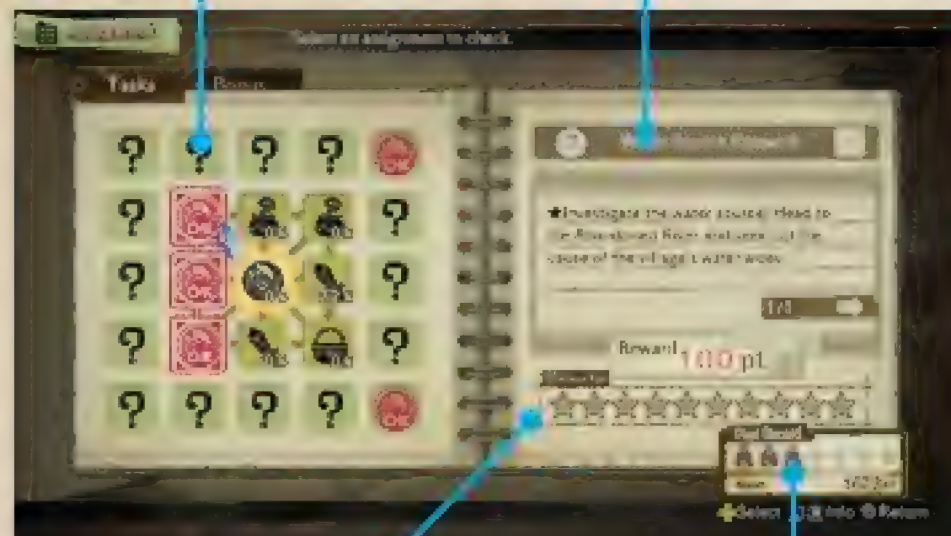
Friend stats

This will affect events that can occur. The stats will display on characters other than the main character.

Assignments

Assignment List

Assignment Information



Current Status

Achievement Points

A list of the issued assignments (P.31). Place the cursor over one to see the content, conditions, and current status. Be sure to check back periodically, as missions can change while in progress.

- ❖ Assignments are given to you at the start of each term (every four months). Each term will give you a new assignment.
- ❖ Once you have met all the assignment's conditions, go see Marion in the Development Office to record its completion.
- ❖ When you finish the center assignment and form a vertical, horizontal, or diagonal line in the 3x3 area, you will receive a bonus based on the number of lines formed (P.33).

Requests

Request List

Request Information



This is a list of your current open Requests. Place the cursor over one to see the request and conditions. You can take on Requests from the Administration Office. When a Request is fulfilled, you will receive points as well as snacks. Snacks can be used to produce more items (P.34).

Synthesis Request

A Request to deliver items that can be created through Synthesis.

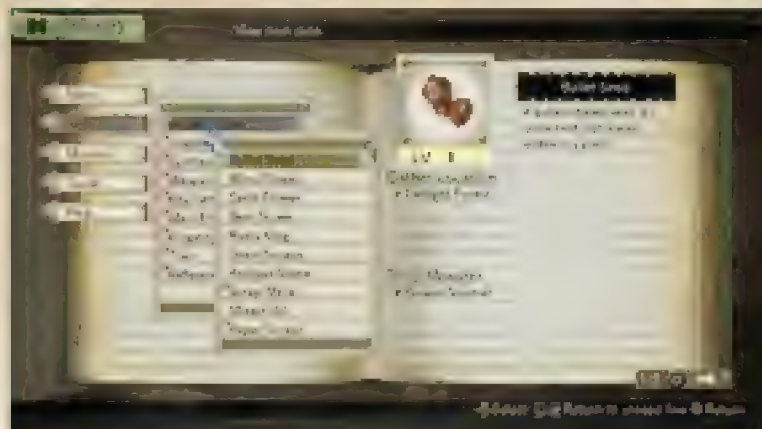
Gather Request

A Request to deliver items that can be Gathered.

Extermination Request

A Request to defeat a monster.

Journal

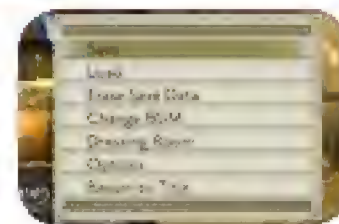


Check the Journal for various information. As you progress through the game, more entries will be made available to you.

Memo	Your current status in the game.
Item	View detailed information on the items you have acquired.
Monster	View detailed information on monsters you have defeated.
Guide	View documents that you have discovered.
Help	View helpful information about different parts of the game.

System Menu

You can access the System Menu by accessing the Journal in the Atelier and selecting "System", or by pressing the R button while on the World Map.



Save	Save game data.
Load	Load game data.
Erase Save Data	Deletes the save data.
Change BGM	Change the music played at various parts of the game.
Dressing Room	Change your character's costume.
Options	Adjust the volume of in-game music, sound effects, etc.
Return to Title	Quit the game and return to Title Screen.

Town

Towns are divided into several maps. When you go to the entrance, you can move between maps. As you advance in the game, you can press the R button to choose a specific location that you have been to before and go there directly.

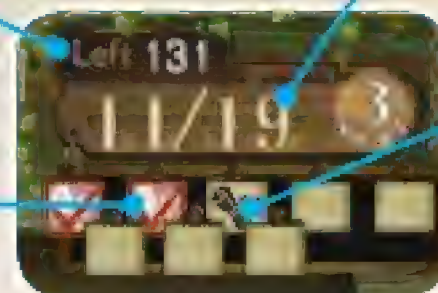
X button	Analyze/Gather/Talk
△ button	Show Main Menu
START button	Show Requests
L button	Show Assignments
R button	Move on Map

Days left in the month

Today's date

Received Requests

Requests that can be reported



Destination on Map



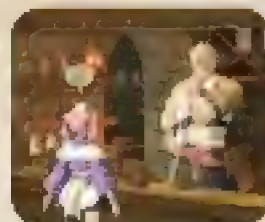
Shop

Shops in town are where you can go to buy or sell items. Sometimes you'll find unusual things for sale...

❖ Purchased items will be stored in the Container.

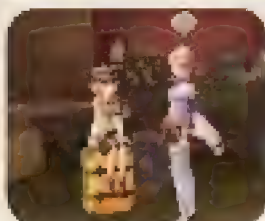


Duke's shop



Located at the Dragon's Fist Tavern.
The shop carries food related items.

Katla's shop



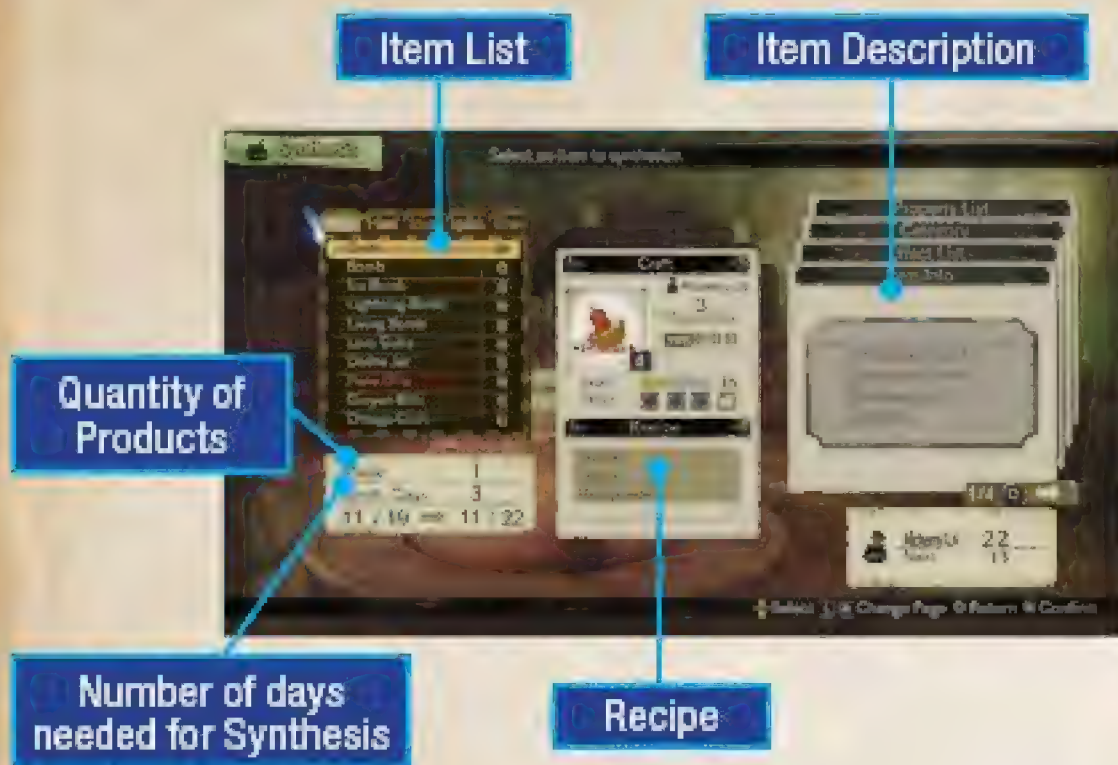
Located in the town.
The shop carries mysterious items.

Nio's shop



Located at the Apple House.
The shop carries plant related items.

Synthesis



When Synthesizing, you use material items to create another item. Synthesizing can produce battle equipment. The number of items you can create can be increased by purchasing Recipe Books. You can obtain Recipe Books and materials by purchasing them or from Collection Areas.

Recipe

Displays the ingredients needed to make an item.

Attribute Value

The attribute being affected and its strength.

Characteristic

Affects the produced item.

Effects

The effect acquired when it is used.

The effect acquired when it is used.

Depending on what items are used in the Synthesis, the results will vary. If the elements reach a certain point, the item produced will sometimes have special characteristics called Effects.

Properties

Properties can be carried over into the Synthesized item.

Steps to Synthesis

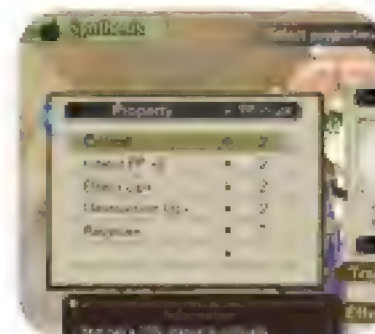
Inside the Atelier, stand in front of the Alchemy Cauldron and press the **X** button to display the Synthesis Menu. Synthesize/Imbue by selecting an item from the list. (P30)

❖ You will be able to Synthesize as you advance in the game.

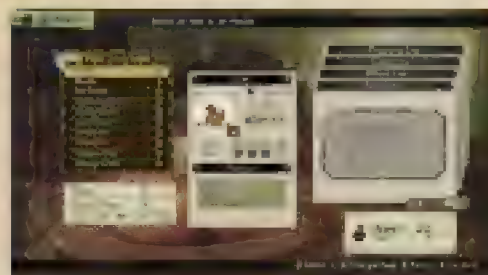


Carry over the property

If your alchemy level increases you can carry over the ingredient's properties to another item. There may be times when you discover new properties.

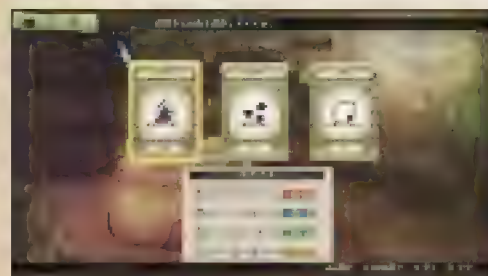


Step 1 Select the item to Synthesize



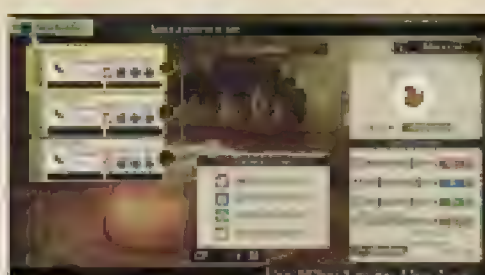
Select the item that you wish to create. An item cannot be Synthesized if the appropriate ingredients are not available, or if your Alchemy Level does not meet the required level. Your Alchemy Level will increase as you Synthesize items.

Step 2 Choose Ingredients



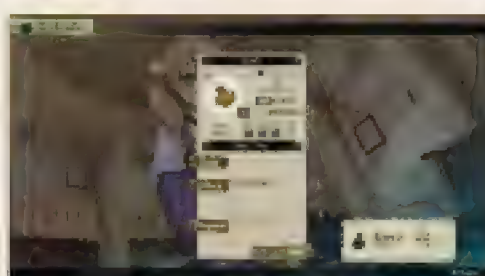
Choose the materials to use as ingredients. If a category is specified, choose any item that falls under that category. The Effects and quality of the finished item will depend on the items you select.

Step 3 Put in all the ingredients



Adding all the ingredients will begin the Synthesis process. As your Alchemy Level increases, you will be able to freely choose what order to put ingredients in or use Synthesis/Imbuing Skills, which will in turn have an effect on the finished item.

Step 4 Item Completion



The amount of time required will pass, and your item will be complete. The quantity of items created is different for every item.

Work

The Research & Development Division's objective is to complete assignments that are issued to it. There are big assignments as well as smaller assignments.

Once you have fulfilled an assignment's requirements, report to Marion in R&D. For every assignment that you complete, you will have more credibility and your monthly activity expenses will increase.

- ❖ The Assignments List can be found on the Main Menu under "Assignments" (P.23), or if you press the L button while on the Field Map or World Map.
- ❖ If you cannot complete a large assignment within the given term period, there will be penalties.

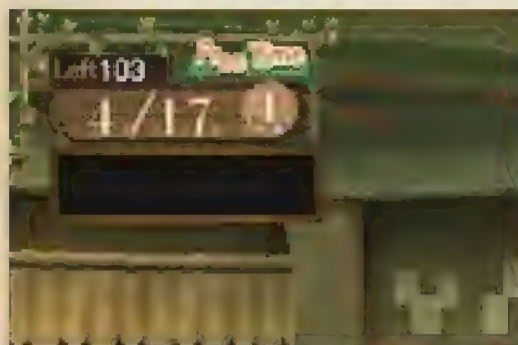


End of Term Report

✧ Flow of Term



✧ Free Time



After you complete and report a main assignment, you will have Free Time. During this period, you can take on unfinished small assignments,

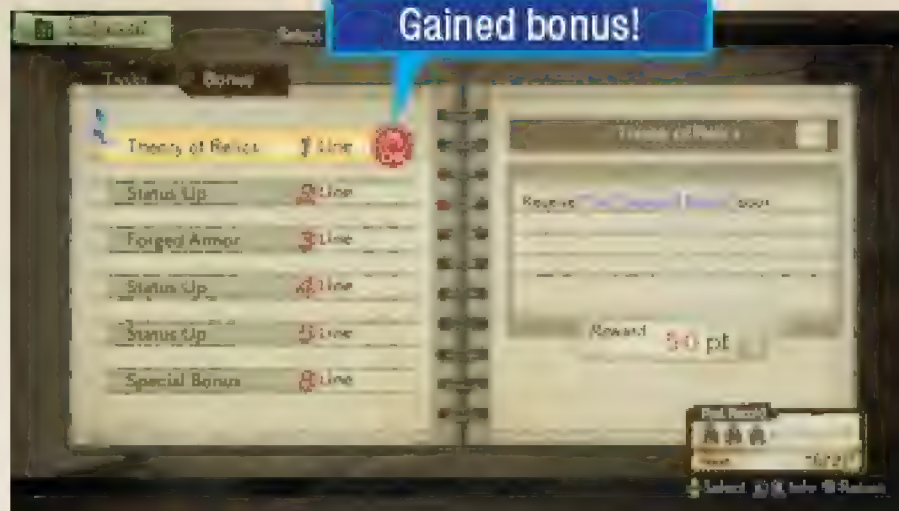
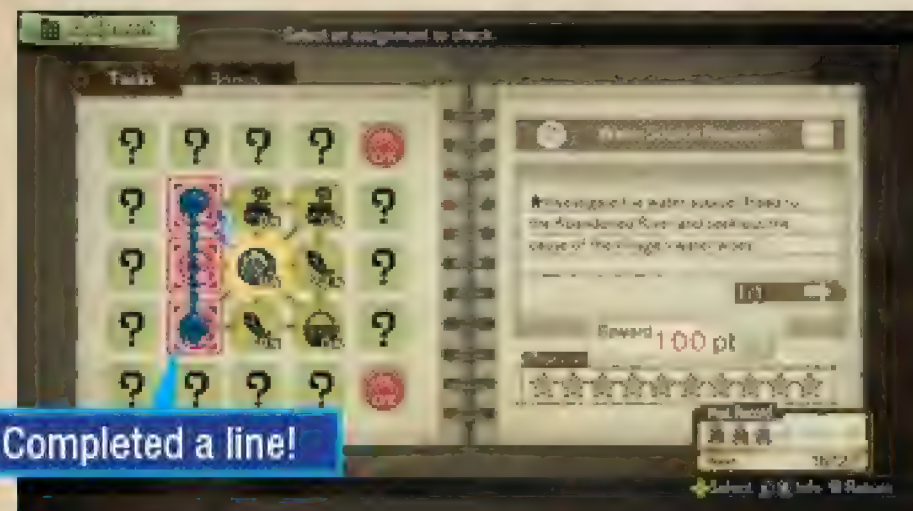
Synthesize items, or explore. Don't forget to budget your time wisely. Sometimes unexpected events will happen with your friends.

✧ End of Term Report



The last 15 days of every term are the Reporting Period. You can report a completed assignment to Marion during this time. After the final report has been made, all incomplete assignments will be ended and new assignments will be issued.

Bonus

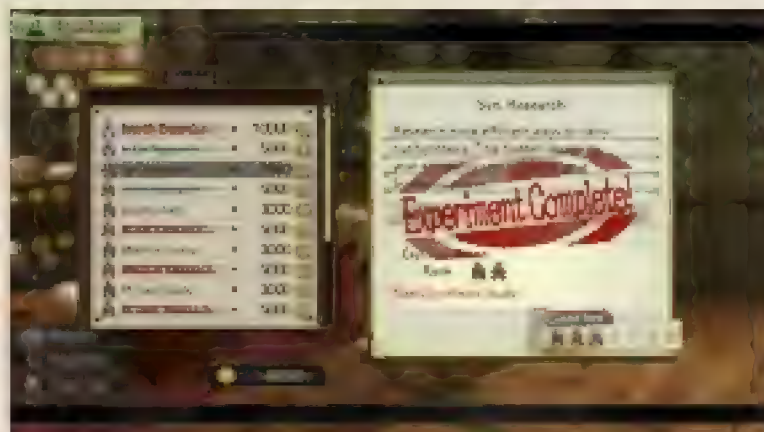


If you finish the central assignment and form a vertical, horizontal, or diagonal line on the 3x3 grid, you will earn a bonus that depends on the number of lines formed.

❖ You can press the L/R button while on the Assignments List Screen to switch to the Bonus Screen.

Research

As you advance through the game, you will be able to perform research through Marion. This allows you to obtain special bonuses that will help you with Synthesis and exploration. Research requires an up-front fee to pay for the necessary experiments.



- ❖ The L/R button will switch between Research and History. “Research” will show you topics that can currently be undertaken, while “History” will show the topics that you have already researched.

Item Production

As you progress through the game, you will be able to speak to the Homunculus in the Administration Office to request item production. To create items this way, you have to pay the Homunculi with sweets. The type and number required depend on the item you requested. Also, in order for the request to be completed it will take a certain number of days.



- ❖ Snacks can be obtained by completing Requests (P.24).

WORLD

When you leave town, the World Map will appear. Select your destination on the map to move. Days will pass as you travel. Once you reach an area, the Area Map will be displayed. When you enter a Gathering Area on the map, the Field Screen will appear, and you will be able to battle, collect, explore, etc.

- ❖ You will be able to visit a variety of different Areas as you advance through the game.



Area

Area Information

Collection Area

In the Collection Area (Found on Field Screen), you can battle monsters or find items. Time will pass as you battle and Gather.



X button

Gather, Analyze

O button

Jump

□ button

Swing Weapon

- ❖ When you are on the Field Screen, time will not pass.
- ❖ If you hit an enemy with your weapon's Swing, you will start battle with a sizable advantage.

Field Event

Every time you Gather and Battle, your Field Event Gauge fills. When it reaches 100%, you will be able to cause a variety of Field Events.

- ❖ Use the directional buttons to choose what type of event you would like to trigger.
- ❖ The Gauge will be reset when you return to the World Map.



Battle

When you touch a monster on the Field Screen, you will enter battle.



Battle Command

Depending on the character, the commands displayed will differ.

Attack	Attack with the currently equipped weapon.
Item	Use items that you have placed in Adventure Equipment (P.20).
Skill	Using Skills costs MP, but can perform a number of different useful things.
Move	Move to a different location in the battle.
Wait	This delays the character's action.
Switch	This will allow you to exchange the current character for a character currently in the Back Row of the Formation.
Run	Flee from battle. This does not always work.

- ❖ Only Escha and Logy can use items.
- ❖ Characters in the Back Row slowly regain HP and MP.

Support Attack / Guard

Using an Attack or Skill will increase the Support Gauge. When this reaches 1, you can use the Gauge to perform Support Attack or Support Guard actions.

❖ You can cancel a Support Attack / Guard by pressing the ○ button.



Support Attack

When a friend attacks, the selected character can attack to support them.

If you have another level of the Support Gauge remaining, you can choose another character to perform another Support Attack.

Support Guard

When a friend is targeted, you can select a character to take damage in place of the attacked character. The Guarding character will take less damage than normal. Also, if the damage is enough to KO the Guarding character, there is a chance that you will still be left with 1 HP.

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